

**Sirius**<sup>TM</sup>  
presents



Game Design By Paul Edelstein

# Capture The Flag™

## The Objective:

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The Invader must find a way to exit the labyrinth through one of two "doors," beyond which lies the "Flag." The Defender can capture the Invader by "touching" the Invader, thus preventing the Invader from successfully completing the quest for the Flag. You can choose to be the Invader or the Defender — both require the same skill and courage!

## Setting Up The Computer:

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**Atari** — Set up your computer and joystick controller(s) as instructed in your owner's manual. Place your CAPTURE THE FLAG disk in the disk drive and turn on the power. When CAPTURE THE FLAG is first booted, it performs a self-test and then enters a demonstration mode. The disk will not boot if there are any ROM cartridges in your Atari.

To begin the game, press the **START** key. You will then be asked to select the demonstration mode, a single-player game or a two-player game. Your selection is made by pressing the **1**, **2**, or **3** key, respectively. If you select a single-player game, you will then be asked if you wish to play as the Invader or as the Defender. In a single-player game, joystick #1 is used for either role. If you've selected the two-player game, joystick #1 is the Invader and joystick #2 is the Defender.

**VIC-20** — Set up your computer system and joystick controller as instructed in your owner's manual. Turn the power OFF before inserting the game cartridge. Turn the power ON. When the demonstration screen appears, you can center the screen as needed using the cursor keys. (**NOTE: Cassette version loading instructions on cassette label.**)

From the demonstration mode, you can select a single-player or two-player game and the role of Invader or Defender. Your selection is made by pressing the **F1**, **F3**, **F5**, or **F7** keys respectively. If you've selected the single-player mode, the joystick is used for the role you have chosen. If you've selected the two-player game, the Invader will always be controlled by the keyboard and the Defender will always be controlled by the joystick.

## Screen Display:

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The CAPTURE THE FLAG screen is divided into two distinct displays.

At the bottom of the screen is a map of the labyrinth as seen from above. The Invader begins play at the left of the labyrinth while the Defender begins at the right. The Invader and the Defender are each displayed as small lines. Both exits or "doors" are located at the right side of the labyrinth and are displayed as two breaks in the wall.

At the top of the screen are 3-D views of the labyrinth as "seen" by each character as they work their way through the labyrinth. On the left is the view of the Invader while on the right is the view of the Defender. As each player advances, those parts of the labyrinth which are "seen" are drawn on the map below, thus revealing the many paths of the labyrinth itself. If a character turns from side to side (just as you would when walking through such a place!), it will "see" more than if it only "looks" in one direction.

When the Invader and the Defender are within view of each other, each will appear as a colored rectangle. The Defender only needs to run into the Invader in order to capture the Invader.

Music is constantly played and, as a warning, the music becomes more intense when the Invader and the Defender get closer to one another.

A new labyrinth is randomly generated with each new game.

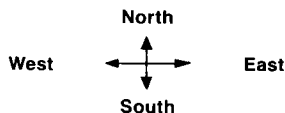
## Movement:

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There are two kinds of movement in Capture The Flag. "Compass Movement" is movement relative to the joystick and works like any normal joystick direction control. "Walking Movement" control is movement relative to your view on the screen. In the "Compass Movement" mode, use the map at the bottom of the screen to guide you through the labyrinth. Look at the upper screen only when the opponent or exit door is in sight.

### **Compass Movement — Joystick**

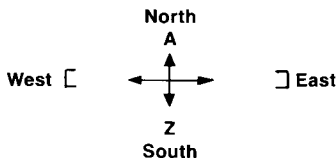
To activate this mode, you must keep the joystick button pressed while tilting the joystick in the direction you wish to move. If you do not keep the joystick button pressed, your character will move as described in "Walking Joystick Movement."



### Compass Movement — VIC 20 KEYBOARD

On the VIC-20, you can opt to use the keyboard in Human vs. Computer games. In Human/Human games, the keyboard is used to control the Invader.

In this mode, you must keep the **SHIFT** or **SHIFT LOCK** keys DOWN. Press the appropriate keys to go in the desired direction as illustrated below.



### Walking Movement — Joystick

In "Walking Movement" you must rely on your sense of direction, keeping your eyes on the top of the screen. Look at the map only to regain your sense of direction and location should you become confused. Experienced players can turn off the map (as described in Convenience Controls).

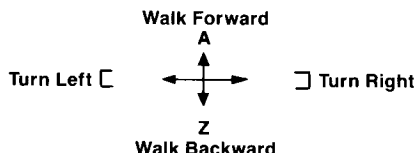
To activate this mode, you must keep the joystick button released and tilt the joystick to move in the desired direction (only forward and reverse). In order to "see" right or left, you must "turn" right or left. To turn faster, pull back *and* right or back *and* left.



### Walking Movement — VIC 20 KEYBOARD

On the VIC-20, you can opt to use the keyboard in Human vs. Computer games. In Human/Human games, the keyboard is used to control the Invader.

In this mode, you must keep the **SHIFT** or **SHIFT LOCK** keys UP and press the appropriate key(s) to move in the desired direction (only forward and reverse) as illustrated below or to turn around so that you can "see" other parts of the labyrinth.



## Convenience Controls:

FEATURE		COMPUTER	KEY(S)
<b>Start new game:</b> Press the appropriate key to start a new game. This will also erase the current scores.		<b>ATARI</b> <b>VIC-20</b>	<b>START</b> <b>RESTORE</b>
<b>Pausing the game:</b> Press the appropriate key to pause the game. Pressing the same key will resume the game.		<b>ATARI</b> <b>VIC-20</b>	<b>ESC</b> <b>RUN/STOP</b>
<b>Selecting playing options:</b>			
<b>Invader</b>	<b>Defender</b>		
Human	Computer	<b>ATARI</b>	<b>1</b> followed by <b>1</b>
Human	Computer	<b>VIC-20</b>	<b>F1</b>
Computer	Human	<b>ATARI</b>	<b>1</b> followed by <b>2</b>
Computer	Human	<b>VIC-20</b>	<b>F3</b>
Human	Human	<b>ATARI</b>	<b>2</b>
Human	Human	<b>VIC-20</b>	<b>F5</b>
Computer	Computer	<b>ATARI</b>	<b>3</b>
Computer	Computer	<b>VIC-20</b>	<b>F7</b>
<b>Labyrinth map on/off:</b> Press the appropriate key to toggle the Labyrinth map ON and OFF. This will have no effect on current scores or game options.		<b>ATARI</b> <b>VIC-20</b>	<b>SELECT</b> <b>C</b>

## Important:

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**Atari owners:** If "BOOT ERROR" appears on the screen after booting, try the disk on another Atari to verify that the disk is good. All of our disks are tested prior to shipping.

## Limited One-Year Warranty:

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Sirius will replace any defective Sirius product at no charge if the original disk or cartridge and proof of purchase are returned to Sirius within 30 days of purchase. After 30 days and up to one year from purchase, Sirius will replace any defective disk for \$5.00 or any defective cartridge for \$10.00, provided the original cartridge or disk is returned. For those outside the U.S.A., please include enough additional funds to cover return postage.

This warranty is not applicable and shall be void if the defect has arisen through misuse, tampering, modifications, or excessive wear. Some states do not allow the limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you.



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Game music composed by George Sanger

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